

**RICOCHET**

**SILVER 199 RANGE**

**COMMODORE 64/128**

**FIREBIRD**

Destroy the building blocks of the universe to stop dimension-5 becoming a white dwarf.  
 Vernichten sie die bausteine des universums und verhindern sie, dass die dimension-5 zum weißen zerg wird.  
 Detruisez les composants de l'univers pour empêcher la dimension-5 de devenir un nain blanc.  
 Destruye los bloques del Universo para impedir que la dimensión-5 se convierta en un enano blanco.  
 Distruggete i blocchi in costruzione dell'universo per impedire che la dimensione-5 diventi una nana bianca.  
 Verneig de bouwblökkien van het universum om te voorkomen dat dimension-5 een witte dwerg wordt.  
 Destruir universets bygningselementer for at stoppe dimension-5 fra at blive en hvid dværg.

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\*Correct at time of printing

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# RICOCHET

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### THE GAME

Use your BAT to hit the BALL against the mid space BRICKS, blow them all up and go on to the next BREAK-UP ZONE, avoiding the NORTIES along the way.

### LOADING

#### COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

#### COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

*Note: Full loading instructions can be found in your Commodore Manual.*

### PLAYING THE GAME

Z Left

X Right

/ Down

; Up

Ret Fire

(or you can redefine them)

### USE A JOYSTICK IN EITHER PORT

Collide with falling sparklers to gain extra weapons, Speed up, Collectives and many more. Look out for Mr. Ed and the GRAVY, which brings amazing and exciting prizes to those who dare to go for it.

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